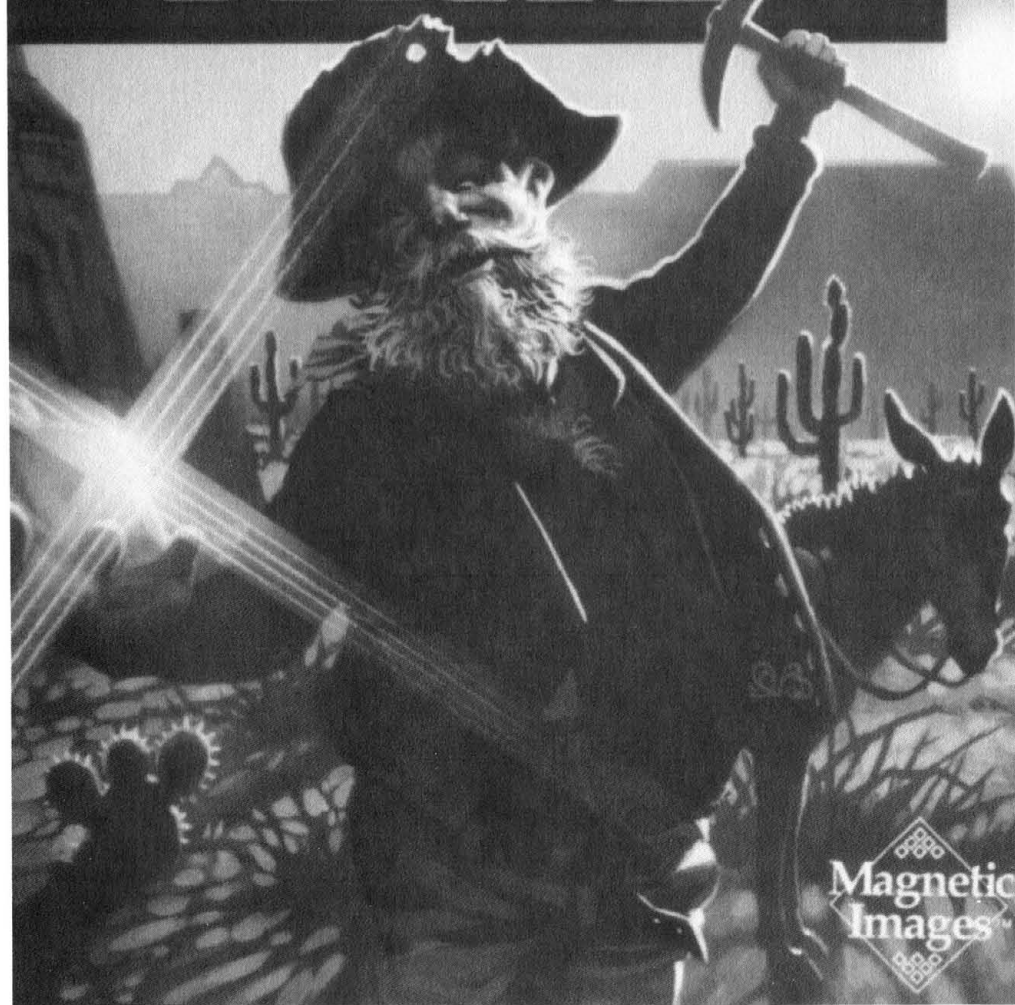


LOST DUTCHMAN MINE™



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By David Lindsley and Steve Marshall

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The Legend



Somewhere deep in the vast and rugged Superstition Mountains of Arizona, there lies hidden a gold mine of immense richness. It was allegedly discovered by a prospector named Jacob Waltz, an old German immigrant who wandered the Superstitions during the early 1880's. He claimed the mine was so rich that the gold could be removed with only a knife.

Waltz died on October 25, 1891, but he left behind many clues as to the location of his fabulous mine. One clue was to look for a pointed peak. Many people believe this peak is the landmark known today as Weaver's Needle. He also claimed his mine was located where no miner would ever look. Many old maps have surfaced purporting to show the location of Waltz's treasure, but none have proved genuine.

Today the Superstition Mountains continue to draw those who seek the fabled wealth of the King of precious metals. And Weaver's Needle still stands guard over Jacob Waltz's tantalizing secret...

the LOST DUTCHMAN MINE.



The Story



The hot sun beats down on you and the dust from the stagecoach ride still coats your throat as you look around at the new surroundings. You are in Goldfield, a mining town nestled in the foothills of the legendary Superstition Mountains of Arizona. It's 1896, and gold fever has struck you, as it has thousands of others who have dreamed of riches and set out to seek their fortune in the West. Some have continued on to California but you have decided to travel to the Superstitions because of the legends that have reached your ears of the fabulous LOST DUTCHMAN MINE.

Your throat parched from the long, dusty ride, you decide that the first stop should be the Saloon. You amble in through the swinging doors and walk over to the well-stocked bar.

"What'll it be, old-timer?", the burly bartender asks.

"Old-timer, indeed", you retort angrily, but as you stroke your white beard you have to admit that perhaps better days are behind you. But age has also brought with it experience and a toughness that belies the whiteness of your hair. Countless younger men have searched in vain for the LOST DUTCHMAN MINE, but you are convinced that you will succeed where all others have failed. You order a drink and savor the cool liquid as it quenches the fires in your throat and brings a smile to your lips. Yes, you will succeed!

Suddenly there is a commotion behind you. You turn to see a tall, elegantly dressed man pull a gun from his coat

and point it across the table at a man seated opposite him.

"You accuse me of cheating?", he shouts loudly for all to hear.

"Other men who have said that are no longer drawing breath", he continues ominously.

The other gentleman quickly gets to his feet and flees out the doorway, while the gambler smiles and gathers the pile of coins and bills into his bag.

"That's Dapper Dan", explains the bartender under his breath. "He's a card shark, but don't ever call him a cheat. He's fast with a gun and he's not afraid to use it."

You eye him cautiously as you sip your drink. You know that one day soon you'll have to try your luck. And hopefully live to tell about it.

With the excitement over, the bartender now turns his attention back to you. "Stranger in town?", he asks as he pours you another drink. You reply with your story of arriving by stage to do a little prospecting.

"Prospecting, huh", he replies with an indifferent shrug. "Well, you might want to talk to Old Ned down at the Assay Office before you head out to the mountains. He'll give you some good advice on what you need to survive out there. He's also the one who'll assay your gold, so you might as well get to know him."

You thank him, slap down a couple of coins for the drinks, and head out to find Old Ned.

You find the Assay Office easily (there's only one street in Goldfield), and pushing the door open, you enter the

small building. You find yourself in a dusty room with what appears to be a ton of rocks of various sizes strewn about the floor. At the back of the room you spy a bearded man chipping away at a rock with a small hammer. He turns as the door closes behind you.

"Who's there?", he asks gruffly, squinting through old spectacles perched precariously on the end of his long nose. As you explain the purpose of your visit his manner softens and he wades through the piles of rock to greet you.

"If you're going to prospect, you've come to the right place. There's gold out there, plenty of it, but it will take lots of work, lots of sweat and lots of luck. First, you'll need to put together a grubstake. That's your supplies. You'll be spending weeks, maybe even a month at a time out there in the desert and what you take with you will greatly determine whether you come back.

"First off, you're gonna need a gun. You'll be traveling alone in the desert and you'll find it will come in mighty handy when you're up against rattlers, Indians or robbers. Of course, you'll need a pick and shovel, and a pan for panning in the river. And you're gonna need food and lots of water. The hotter the temperature, the more water you'll need so always keep your canteens full.

"They're expensive", he continued, "but as soon as you can, you'll want to buy yourself a burro. They can double your load carrying which means you can carry more food and supplies which in turn means you'll be able to travel farther out into the mountains. The burro you can buy at the Livery Stable. The rest of your food and supplies can be had at the General Store. It's the green building down the street called the Mercantile. You might want to carry some fish hooks. In an emergency you can catch a

few fish in the river. They'll tide you over if you run out of food and you can't make it back to town."

Old Ned paused and scratched his scruffy beard. "Let me see what else I can tell you. Oh yeah, carry some anti-venom with you. You're bound to get bit by a rattler but if you drink the anti-venom it will counteract the effects of the poison. If you get bit and you haven't got any anti-venom, then get to the Doc as fast as you can. He's got an office at the end of town and he'll fix you up if you get bit or shot. He's a nice guy. He'll even extend credit in case you don't have enough to pay him.

"Watch out for Indians and bandits. The Indians will be after your burros, the bandits after your gold and cash. You can usually scare off the Indians if you put up a little fight, but the robbers you'll have to wound or kill before they'll give up. If you do capture a robber, you can sometimes collect a reward at the jail.

"One more thing. There are lots of old mines and caves out there. Be careful if you go exploring. And if you do find the 'motherlode', come back here to stake your claim.

"Good luck, partner. Oh, and here's one more piece of advice. Stay away from Dapper Dan. He's a real card shark and a dangerous man. Although I have heard rumors that he carries with him a piece of an old map showing the location of the LOST DUTCHMAN MINE."

With Old Ned's words ringing in your ears, you head down to the Mercantile to begin your adventure.



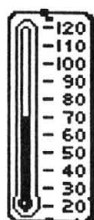
The Status Panel

Thermometer

Time



Cash Health Food Tools Shots Disk



Thermometer - This displays the current temperature. If the temperature rises above 90 degrees, you will require water more often. If the temperature drops below 50 degrees, and you are not adequately dressed, you will require more food.



Time- This displays the current time and date. At night, the temperature will drop and all buildings in town (except the Saloon and Livery Stable) will close at 6 PM.



Cash - This icon displays your current cash on hand. This amount does not include any money in your bank account or the value of any gold being carried.



Health - This icon changes color depending on your overall health;
green - good; yellow - fair; red - poor.
A flashing red icon means that your health is in extreme danger and requires immediate

attention. Selecting this icon will display a status box showing your health, food, water and any wounds.



Food Inventory - This icon displays your total food inventory. To eat a food item, choose the item then select CONSUME. To drink water from a full canteen, choose the canteen and then CONSUME. The canteen will remain in your inventory but will now be empty. Canteens can only be filled at the river.

To move an item, refer to the computer specific addendum.



Tools Inventory - This icon displays your inventory of tools and non-food supplies. You must be carrying a tool in your personal inventory in order to use it (ie, pan for panning for gold, a pick for digging, etc.)



Shots Left - This icon becomes active when you purchase a gun and will display the number of bullets left.



Disk - The Disk icon enables you to Save a game, Load in a saved game, Reset the game or Quit the game.

To save a game in progress, select the SAVE button and enter a filename for your Save Game file.

You may save your position anywhere within Lost Dutchman Mine, including within mines, caves, or the town. Because you may enter a unique filename for each saved game, multiple save files can be stored on one disk.

To restore a previously saved game, simply select LOAD and specify the filename.

To reset the game, select RESET. This will allow a brand new game to be started without having to exit the game.

To quit the game, select QUIT. The game will end and you will exit the program. This is the preferred method for exiting the game.





The Town



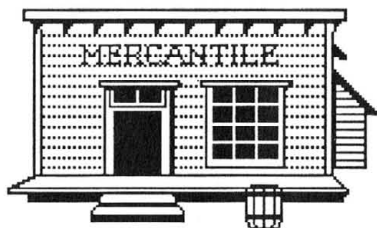
Your adventure begins in the town of Goldfield. As you walk down the main street, you will see many buildings which may be entered to conduct business. Normal open hours are from 8 AM to 6 PM, however the Saloon and Livery Stable are always open for your convenience.



DOCTOR

The town doctor maintains a small office next to the Saloon and treats snakebites as well as victims of gunfights or Indian attacks. The Doctor will mend your wounds for the fees stated. All wounds will be fully healed by selecting the appropriate button and the fee will be automatically deducted from your cash.

The doctor, altruistic soul that he is, will extend credit if you are short of cash. If your cash is insufficient to meet the doctor bill, the difference will be deducted from your bank balance. If you have no money in the bank, the doctor will collect the remainder of his fee at the next opportunity.



MERCANTILE

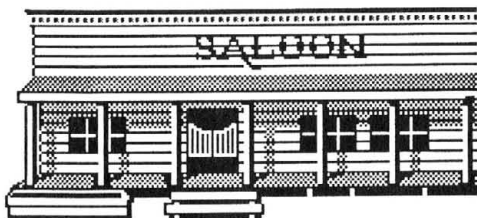
The Mercantile carries a wide variety of food and supplies needed by any enterprising prospector. Many items are available, most of which are necessary at some point in the game for your success or survival.

To make a purchase, select the item you wish to buy. An arrow will appear next to the item confirming your selection and a description of the item and its price will be displayed. Select the BUY button and the item will be added to your inventory, with the purchase price being deducted from your available cash.

Food items are automatically added to the FOOD inventory, other items are added to the TOOLS inventory.

If you attempt to purchase more items than you can carry, you will be alerted to that fact. All purchased items are added to *your* inventory only. If you have a burro, move some items to the burro's inventory which will allow you to carry additional items.

The Mercantile does not extend credit.



SALOON

DRINKS: To buy a drink, approach the bar. The bartender will offer you a choice of drinks. Select one. All drinks cost \$1.00 and will add to your water status, although too many whiskeys may decrease your overall health status.

SLEEP: After 6pm, an option to SLEEP is available. Although your health does not rely on sleep, there are times when you will want to take advantage of this feature. Selecting SLEEP will result in the immediate passage of time. After a brief fade to black, you will find yourself in front of the Saloon at 9:00 the following morning.

GAMBLING: If Dapper Dan is sitting at a table in the Saloon, you can choose to try your luck in a friendly game of poker. Just walk over to Dan's table and move up. Dan will ask you if you want to play a game. Select the PLAY button to begin playing. Dan plays a simple game of poker with the following rules:

Note that each hand of poker requires a \$10 ante from both yourself and Dan making a beginning pot of \$20.

DISCARD: After each hand is dealt, you may discard up to 4 cards. Select the card(s) you wish to discard. If you select fewer than 4 cards, you must select DONE to

receive your replacement cards. If you discard 4 cards, your replacement cards will be dealt without any further action on your part.

FOLD or BET: After you have discarded and received your new cards, you may place a bet. If you do not think your hand is good enough to win, you may choose to FOLD. If you choose this option, you will forfeit your ante (\$10) and be asked if you want to play another hand.

If you have a good hand and wish to initiate a bet, select the BET button. You can then enter the amount of your bet. Dan will respond in one of three ways; he might fold, meaning he has evaluated his cards and does not think he has a winnable hand. If Dan folds, you receive the pot and you are prompted to PLAY another hand or QUIT. Dan might call, meaning he will match your bet (the pot will reflect his contribution) and display his cards, or Dan might see your bet and raise you an additional amount. Dan's contribution to the pot in this instance is an amount equal to your bet *plus* the amount of his raise.

CALL: If Dan chooses to raise, you may respond by either calling, raising or folding. If you CALL, you are matching the amount of Dan's raise. This amount will be deducted from your cash and added to the pot. At this point, Dan will display his hand and announce the winner. If you do not want to risk any more money by matching Dan's raise, you may choose to FOLD and Dan will get the entire amount in the pot.

RAISE: Any time Dan raises, you may counter with your own raise. If you select RAISE, you are actually placing an amount equal to Dan's raise into the pot *plus* the amount of your raise. It is important that you understand this concept or it will appear that more money is being deducted than you think you are betting.



ASSAY OFFICE

The ASSAY OFFICE has two functions in Goldfield; to assay your gold (exchange gold ore for cash) and to file your mining claim on the LOST DUTCHMAN MINE (if and when you find it).

GETTING YOUR ORE ASSAYED: To get your ore assayed and converted to cash, enter the Assay Office. Once inside, select the ASSAY button and you will see your personal TOOLS inventory. Select a bag of ore. It will be removed from your inventory and its ore content and value displayed. The cash amount (if any) will be added to your cash. Repeat the procedure for any additional bags of gold you may have. Choose NEXT to assay any bags of ore being carried by your burros.

STAKING YOUR CLAIM: If you find the Lost Dutchman Mine, a CLAIM button will appear in the Status Panel. Stake your claim by selecting this button.

The Assay Office was important to prospectors because it was here that ore samples were treated with chemicals to separate the gold or silver from the rock and other impurities. Usually it took several pounds of ore to produce just a few ounces of gold.



BANK

Bank transactions are very simple. When you enter the Bank, your current balance is displayed and DEPOSIT and WITHDRAW buttons appear in the Status Panel. To deposit cash into your account, select the DEPOSIT button. You may now enter the amount of your deposit. Obviously you cannot deposit amounts greater than your cash. The same procedure is used to withdraw money from your account. The Bank is generally a safe place to keep large amounts of money.



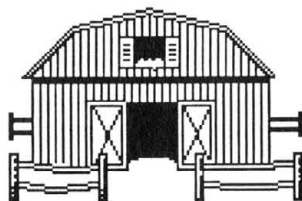
NEWSPAPER

You may peruse the daily newspaper and find out whether the Indians are on the warpath, whether a hot spell is forecast, or catch up on the latest town gossip.



JAIL

Upon entering the jail, you will see the wanted posters of some of the claim jumpers and bandits that unfortunately roam in this area. If you engage in battle with one of them in the desert and choose to collect the reward for capturing him, you will immediately appear in the town jail to collect the reward.



LIVERY STABLE

The Livery Stable has burros for sale. These sturdy little beasts of burden eat little and have amazing endurance in the desert. You may purchase up to three burros during the game, with each pack animal greatly increasing your load carrying capability. To make a purchase, select one you wish and then the BUY button in the Status Panel. The burro will now be yours and you may transfer items from your FOOD and TOOL inventories to the burro.

If you decide to sell a burro, return to the Livery Stable, choose an empty stall and select SELL. However, you will receive only 50% of the amount originally paid.



The Desert



Once you leave town, you'll find yourself looking down from an aerial view of the surrounding desert. You may move in any direction over the terrain. Movement is easier (and faster) along the main road. If you decide to head out over the desert, remember that you will move slower and your need for food and water will increase. At any time you may stop and have a look around. This will reveal a ground level view of the area and allow you to see details that you would otherwise miss from the overhead map view. You can travel through the desert to the surrounding mountains to search for caves and abandoned mines, fish or pan for gold at the river, or return to town.



Travel in the desert is not without its hazards. You must be ready for rattlesnakes, robbers and Indian attacks. These attacks will generally occur without warning. Your screen will immediately switch to a ground level view and your adversary(s) will proceed to attack. You may choose to run or fight. You may run from rattlesnakes without penalty (in fact, most people would consider that the smart thing to do). However, running from Indians or robbers will result in the loss of most of your possessions. If you are wounded in an attack, the screen will flash briefly. You can usually survive several wounds if you are treated promptly by the town doctor.

(Note: If you kill a rattlesnake, it will be added to your food inventory. While a rattler may not be the most appetizing meal, it will keep you alive if you have exhausted your other food supplies.)

THE RIVER

In the hot deserts of Arizona, a river is a treasured resource where you can replenish your exhausted supplies.



PANNING FOR GOLD: If you have a pan in your inventory, a new button labeled PAN will appear on the Status Panel. Select it to begin panning for gold. The results of each panning are added to your inventory as a bag of ore.

Note that some areas of the river will produce better results than others.

FISHING: If you have bought a fish hook, a new button will appear on the Status Panel labeled FISH. Select it to begin fishing. Each fish caught must be brought up to the surface of the water and will then be added to your food inventory. As in real life, there won't be any fish in some parts of the river, and it is possible to clean out the river by over-fishing.

WATER: Select the WATER button to give yourself a soothing drink from the river. In addition, any empty canteens marked with an 'E' (Empty) in your inventory will also fill up and now show an 'F' (Full).

Choosing EXIT will return you to the overhead view.

An added benefit is that while you are at the river, you are safe from any attack. Taking advantage of this fact, you can use the river as a "safe passageway" from the northern mountains to the main road.



Caves and Mines



There are over 100 caves and mines within the area of Goldfield that can be explored.

As you get closer to the mountains, you will start to see certain details such as a cave opening. Get as close as you can until you are at the cave or mine opening and you will automatically enter it. Be sure you have a lantern and some matches to light your way. Also make sure you have everything you need in your personal inventory while exploring these areas as you cannot bring any burros in with you.

USING THE PICK: In some parts of the mines there may be a small deposit of raw gold ore. After several swings of the pick, the results of your efforts will be added to the TOOLS inventory as a bag of ore. The pick is also useful for clearing away fallen rocks.

USING THE ROPE: If you have rope, you can descend the shafts in the caves. A rope will attach to a convenient point overhead and you can descend to a lower level. A pair of gloves is recommended to keep your hands from burning on the rope.

CAVE-INS: The old mines and caves around Goldfield are prone to cave-ins and falling rocks. If you are struck by a rock, you may be knocked unconscious but you will soon wake up. Sometimes rocks will block your way to a ladder or passage. You can use your pick to clear away the rocks.



Epilogue

Lost Dutchman Mine is set in southern Arizona in the late 1800's. The mining town of Goldfield actually existed in the shadow of the Superstition Mountains at that time, although today it is a collection of crumbling ruins. Indian attacks were not uncommon as the Superstition Mountains were home to the fierce Apache Indians. The lure of gold brought many prospectors to the area as well as those desperate men who would try to take what others worked so hard to find.

The Superstition Mountains still loom over the thriving desert metropolis of Phoenix, tempting thousands each year to venture into the rugged canyons to search for the legendary Lost Dutchman Mine. The summer sun still scorches the deserts of Arizona with daytime highs of 115 degrees and travelers are still careful to carry lots of water and to watch for rattlesnakes, scorpions and other deadly denizens of the desert. Ghost towns and other reminders of Arizona's rough and dangerous days gone by can still be seen and draw those who dream of a time when men were challenged by a primitive and hostile world - the Old West of a century ago.

We hope you enjoy LOST DUTCHMAN MINE. We have made every effort to develop an enjoyable game that reflects the rich history found in southern Arizona and to allow the player to experience at least a little of the "Old West".





Tips and Strategy



The long term objective of the game is to find the legendary Lost Dutchman Mine, however, the short term goal is to simply stay alive.

When you first arrive in Goldfield, you have no supplies and only \$250. That money needs to be spent wisely if you hope to survive. Avoid spending all of your money on a gun and bullets, and instead invest in some prospecting supplies and a supply of canteens and a fishhook. A trip to the river should provide you with some fish, water, and some bags of gold ore. After you get your ore assayed, you should be on your way to saving up for the burros and other equipment you'll need to travel into the distant mountains. Since you don't have a gun, be prepared to lose your gold and money to robbers. After a trip to the Assay Office, your next stop should be the bank, at least until you can afford to protect yourself. Resist heading out on long trips into the mountains until you have at least two burros and plenty of food and water. And watch the temperature - when the sun is the hottest, you'll need water more frequently. When searching for mines and caves, concentrate your attention on the edge of mountain ranges, rather than the flat desert or the interior of the mountains.

There exists an old map showing the general location of the Lost Dutchman Mine, but like all treasure maps, you'll have to decipher the symbols. Unfortunately, the map has been torn into six pieces - Dapper Dan has one piece (you can win it from him if you're lucky at cards), the other pieces are scattered in some of the caves. You can view your map pieces by selecting the map icon in your inventory and then selecting VIEW. Find all of the pieces, decipher the map and you'll have a head start on finding the Lost Dutchman Mine. Otherwise you'll have to search through over 100 mines and caves.



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